SPECIAL
OPERATIONS
GROUP

A.C.E. BATTLE ARMOR

ADVANCED CYBERNETIC EXOSKELETON A.C.E. 1000A

3 AUGUST, 2029

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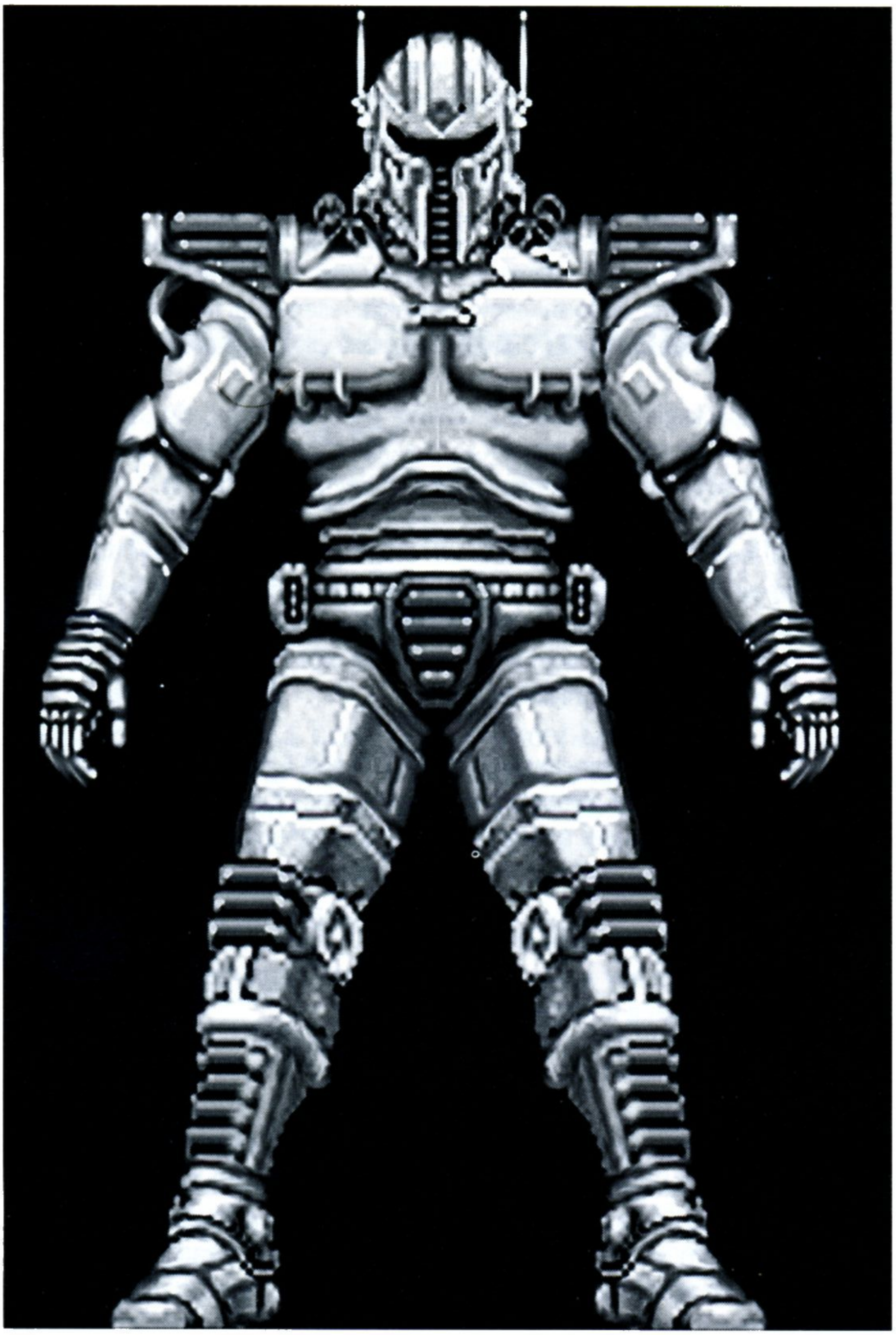

THE TERMINATOR™ 2029

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No Thanks
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Other
Virtus probata florescit.

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Entertainment Software is a fascinating but very difficult sector of the computer software industry. While it might appear ideal from an outside perspective, the reality is less than ideal. Development time is long and arduous. Competition is fierce. User expectations continue to rise. The resultant software becomes ever more complex and expensive to produce. Both artists and programmers are expected to create exceptional products if their software is to succeed. The risks are great due to the expenses associated not only with creating these complex products, but also with the associated testing, packaging, marketing, distribution and warranty support necessary to maintain them. All this while the shelf life of any but the most successful product is painfully short. Obviously, only the fittest survive. And we are pleased to say that we are one of the few who have managed to do so. But, you, the User, have a great deal to do with the equation. And your part is growing more important.

If our products fail to meet your standards, you have a perfect right to "vote" with your pocket book. If we don't please you or deliver value for your money, we realize you will no longer purchase our products. That is a fair and equitable arrangement. We don't mind being judged on the quality of our products. In this

R.T.F #	
17068	01
54522	02
32127	03
27211	04
43820	05
23414	06
09100	07
01398	08
47891	09
36084	10
48916	11
13650	12
17428	13
09724	14
54266	15
02218	16
16344	17
59734	18
65287	19
61110	20
39775	21
24547	22
45128	23
31230	24
30814	25
22151	26
19313	27
04406	28
17568	29
64001	30
03647	31
28193	32
01894	33
28879	34
07375	35
51825	36
17609	37
54028	38
05130	39
39588	40
55061	41
24660	42
33275	43
46822	44
07726	45
54173	46
42037	47
53748	48
58606	49
46366	50

	R.T.F #
01	52272
02	07669
03	23683
04	35370
05	51627
06	65377
07	36306
08	49939
09	47881
10	44508
11	41177
12	18185
13	41910
14	41753
15	23047
16	32250
17	10369
18	47034
19	11684
20	47219
21	53762
22	52781
23	18733
24	54652
25	13555
26	60302
27	62134
28	01661
29	24729
30	40586
31	40521
32	37149
33	62235
34	37944
35	06468
36	28448
37	13287
38	15104
39	11197
40	44102
41	37906
42	21366
43	04063
44	25137
45	62647
46	20285
47	08012
48	12862
49	04949
50	24039

society, competition is both welcome and healthy.

Piracy is not.

You can affect the future of this industry by choosing not to be involved in piracy. This is not just an issue of law. The laws, including those recently made far more stringent by the Congress, are quite specific and punitive. This is a matter of right. Your right to demand the best in entertainment software. Our right to be compensated fairly for the incredible amount of work involved in bringing it to you.

With your understanding and support, we look forward to bringing you this level of quality software and enjoyment for many years to come.

Yours sincerely,

Christopher S. Weaver
President, Bethesda Softworks

INTRODUCTION

TERMINATOR 2029

During the latest incursions against SkyNet Central Command, a prototype of a highly advanced combat assault armor was found hidden in a subterranean vault. It has been theorized that this armor was the precursor to the fully mechanized Terminator units manufactured by SkyNet after its systems came on-line. Colonel John Connor quickly recognized that if the power of this armor could be harnessed, it might bridge the gap between Resistance personnel and SkyNet's frontline battlefield units. Connor ordered Resistance scientists to analyze the prototype and use it as the basis to develop a practical weapon for his elite strike forces. The result was the Advanced Cybernetic Exoskeleton, or 'A.C.E. Battle Armor', (also referred to by its nickname, ACE), a military assault armor uniquely designed to destroy Terminators.

Outfitted in the ACE Armor, a man could meet a Terminator on equal or better terms. Inside the ACE, one man became a killing machine able to take substantial damage and still deliver vast amounts of ordnance to designated targets. The ACE was equivalent to a full squad of Resistance combat troops. Equipped with Phased Plasma Fusion Cannons that could fire bolts of super-heated plasma, it also used fully integrated battle logic circuits, originally manufactured for the newer Terminator models, linked into an automatic

R.T.F #	
05755	01
07528	02
31795	03
02001	04
19994	05
39467	06
25277	07
14090	08
19052	09
51293	10
49127	11
36395	12
00169	13
41748	14
05767	15
60734	16
12899	17
04229	18
15805	19
01178	20
16093	21
45025	22
37197	23
54723	24
51827	25
17720	26
59393	27
00588	28
39928	29
41816	30
45066	31
51383	32
04113	33
62382	34
37213	35
36689	36
33437	37
15393	38
63001	39
56601	40
03598	41
00764	42
55518	43
41112	44
00207	45
61635	46
14645	47
42184	48
26783	49
20506	50

	R.T.F #
01	38380
02	05104
03	05106
04	19363
05	52601
06	59524
07	26965
08	51679
09	50261
10	11271
11	29896
12	50955
13	12640
14	58346
15	35620
16	03330
17	61506
18	35949
19	58229
20	10527
21	14789
22	00379
23	34399
24	32794
25	08766
26	46481
27	62331
28	24553
29	48612
30	05782
31	56504
32	61342
33	19253
34	00193
35	22461
36	56653
37	50006
38	08056
39	58692
40	43493
41	12402
42	07213
43	44671
44	29461
45	10776
46	31554
47	22644
48	06950
49	55199
50	01764

Target Tracking and Acquisition System (TTAS). New Tomahawk class grenade launchers were developed that could deliver a full spread of fusion or scatter grenades. The prototype Hellraiser IV Rocketpod promised to complete its destructive arsenal by providing a multi-role missile system with both surface-to-air and ground-to-ground combat capabilities. Neurolink implants boosted the user's strength and reflexes well past normal human capabilities and into the realm of the superhuman. The armor's titanium-detrium alloy outer layer could deflect or absorb most plasma weapon discharges, while inner layers absorbed shock and controlled the soldier's environment. The ACE had the ability to deliver hard punishment with extreme prejudice. Col. Connor realized that the ACE Armor had the potential to turn the tide of the war.

It soon became evident however, that there would be certain problems. In order for a human to match himself against SkyNet's Terminator assault units, the suit had to be linked directly to the soldiers' nervous system. From medical research at the turn of the 21st century, physiological rejection of neurolink implants was a known problem. In addition, from the thousands of Resistance personnel tested, only a few hundred volunteers were found to have the psychological profile and physical strength necessary to properly man the armor. Out of that number, less than one percent could accept the implants without potentially irreparable brain damage. Still, the

project continued – there was too much at stake. With the future of humanity hanging in the balance, a few key weapons were better than none. The first operational test of the ACE Battle Armor was scheduled for late 2029.

Through rigorous trials, battlefield experience, and genetic screening you have been selected to carry out one of the the first operational field tests of the ACE. Battle Armor. Although the ACE. is still in its prototype stage, it will be your job to test its practical limits in an actual battlefield environment. Your performance will help determine the role that the ACE Battle Armor will play in furthering the Resistance's war effort. Colonel Connor is confident that with the armor's full capabilities realized, targets once thought inaccessible will be within strike potential. Through your efforts, the opportunity to bring the war directly to SkyNet Central Command may present itself to the Resistance. This is Colonel Connor's fervent hope. Good luck and good hunting.

R.T.F #	
52579	01
44773	02
55428	03
42993	04
23581	05
59768	06
29384	07
36053	08
36204	09
46662	10
26453	11
32358	12
03952	13
37074	14
52312	15
17102	16
05885	17
41631	18
19878	19
61024	20
38657	21
32523	22
13081	23
00639	24
44506	25
23862	26
36082	27
14972	28
43202	29
45018	30
58934	31
58999	32
64806	33
64306	34
56596	35
46139	36
38920	37
51414	38
00316	39
50724	40
58210	41
39323	42
22599	43
63483	44
57732	45
46454	46
59412	47
12758	48
48755	49
47448	50

	R.T.F #
01	42790
02	43259
03	14155
04	49937
05	13065
06	61116
07	14236
08	06959
09	44205
10	44378
11	03278
12	15581
13	06855
14	62181
15	36734
16	07111
17	45621
18	59928
19	41697
20	34803
21	25689
22	57663
23	27166
24	36776
25	04987
26	32531
27	37815
28	48969
29	52521
30	01434
31	06879
32	07992
33	27288
34	33546
35	57058
36	53173
37	63235
38	53413
39	28802
40	08895
41	15369
42	16284
43	30039
44	05104
45	54289
46	54254
47	00300
48	65123
49	08872
50	60744

SECTION 1:

GAME BASICS

R.T.F #	
17767	01
28816	02
37599	03
15845	04
63072	05
65068	06
31664	07
61294	08
50886	09
61451	10
02648	11
54745	12
22784	13
45568	14
37564	15
36940	16
01671	17
57018	18
42438	19
30713	20
56655	21
51623	22
19911	23
15617	24
13085	25
26322	26
53461	27
04435	28
12016	29
28871	30
22828	31
16780	32
43099	33
44140	34
58255	35
07127	36
48359	37
10983	38
54183	39
01229	40
31603	41
27005	42
36448	43
39508	44
01430	45
12143	46
31313	47
50306	48
34554	49
02526	50

NOTE:
T2029 is supplied on 3.5" high density or 5.25" high density media. Make sure you have the correct disks before starting.

IMPORTANT:
T2029 does ***not*** *support* ***extended*** *memory, only* ***expanded*** *memory.*

IMPORTANT:
In the installation, typed commands are indicated by single quote marks.

IMPORTANT:
Before running T2029 'TYPE README.1ST' to review any notes or last minute changes that might affect installation, gameplay, etc.

NOTE:
If installation is not successful, check to make sure you have the proper system requirements, and enough free disk space. Remove all TSR's in your system and try the installation procedure again.

HARDWARE REQUIREMENTS

For IBM PC's and 100% compatibles. The size of the game is estimated at 14 Megabytes at the time of this writing.

Minimum Requirements:

640K with VGA/MCGA only. 286 machine with 1 MB EXPANDED memory. Keyboard and mouse. Hard drive.

Recommended Hardware:

386 20MHz or faster machine strongly recommended. Mouse strongly recommended. Supports Roland, and Sound Blaster audio boards.

INSTALLATION AND START UP

1. Make a backup copy of your original disks and store them in a safe place.

2. Make sure you have enough free space on your hard drive. Terminator 2029 needs 14 megabytes to run. If you do not have enough disk space, free some up by backing up your current files and deleting some of them.

3. Insert Disk 1 into your primary disk drive and type: 'A:' (enter) and then 'INSTALL'.

4. Follow the on-screen prompts. Insert the correct disks when asked and enter information when requested.

5. Type 'SETUP' to customize T2029 for your system. When done, you can start the game by typing: '2029'.

6. If you experience problems, insert T2029 Disk 1 into drive A and type: 'C:' (enter) then 'A:diagnose'. This should indicate the problem.

ENTER YOUR ACCESS CODE

As the game begins you will be prompted to enter an R.T.F. (Resistance Transponder Frequency) code number. You will be referred to a page of this User's Guide and given a number between 01 and 50. These numbers are located along the outside edge of the page. Next to that number is a five-digit code number. Enter the five-digit code number, only. After entering the correct code number you will gain access to the game.

OBJECT OF THE GAME

The ultimate object of Terminator 2029 will only be revealed during the final mission briefing. In the meantime, your objective will be to survive and complete each mission as it is assigned. You will proceed from your quarters to the mission briefing room. There you will be apprised of the state of the war and your next assignment. From there you will go to the Ordnance Bay to be outfitted in the A.C.E. Battle Armor and to choose your equipment based on the available weapons systems and the mission profile. Once outfitted you'll enter the war zone to attempt your mission. Out there your actions may very well prove the turning point in what has been a long and very bloody war. If you succeed, you will proceed to your exit point and be picked up. You'll then be debriefed and returned to your quarters. If you fail, may heaven help us all.

WARNING:
Remember, yours is one of the only prototype ACE battle armors in existence. If you die or are captured it could mean the end of the human race! This is a kill-or-be-killed situation. Use your head and don't be afraid to abort a mission if you need to. You and your ACE battle armor are too important to the Resistance to be lost.

BYPASSING THE OPENING ANIMATION

Either Mouse Button or Any Key

The game begins with an opening animation that sets the tone for the action to come. After playing the game several times you might want to bypass this animation and get right to your next mission. You can do this by clicking on either mouse button or by hitting any key.

	R.T.F #
01	50707
02	38009
03	25280
04	17830
05	21671
06	53578
07	63201
08	18244
09	12242
10	04820
11	21897
12	08370
13	57474
14	19108
15	21628
16	17735
17	03369
18	39637
19	21107
20	15258
21	48671
22	23279
23	04734
24	11615
25	43010
26	10954
27	03426
28	13638
29	56344
30	62315
31	39162
32	19169
33	16041
34	46564
35	17816
36	44157
37	09064
38	02102
39	53603
40	42757
41	28617
42	08240
43	04536
44	39909
45	41833
46	19535
47	12939
48	09442
49	09836
50	47774

SECTION 2: QUARTERS

R.T.F #	
43973	01
13829	02
15833	03
28053	04
19622	05
07536	06
01534	07
16124	08
48419	09
16709	10
53968	11
53448	12
54599	13
31620	14
22089	15
19450	16
10900	17
62443	18
60618	19
52613	20
13153	21
22486	22
28537	23
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24636	25
20511	26
60578	27
27213	28
35655	29
05373	30
42520	31
23282	32
07581	33
65511	34
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19116	37
64368	38
46867	39
28330	40
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05751	49
61873	50

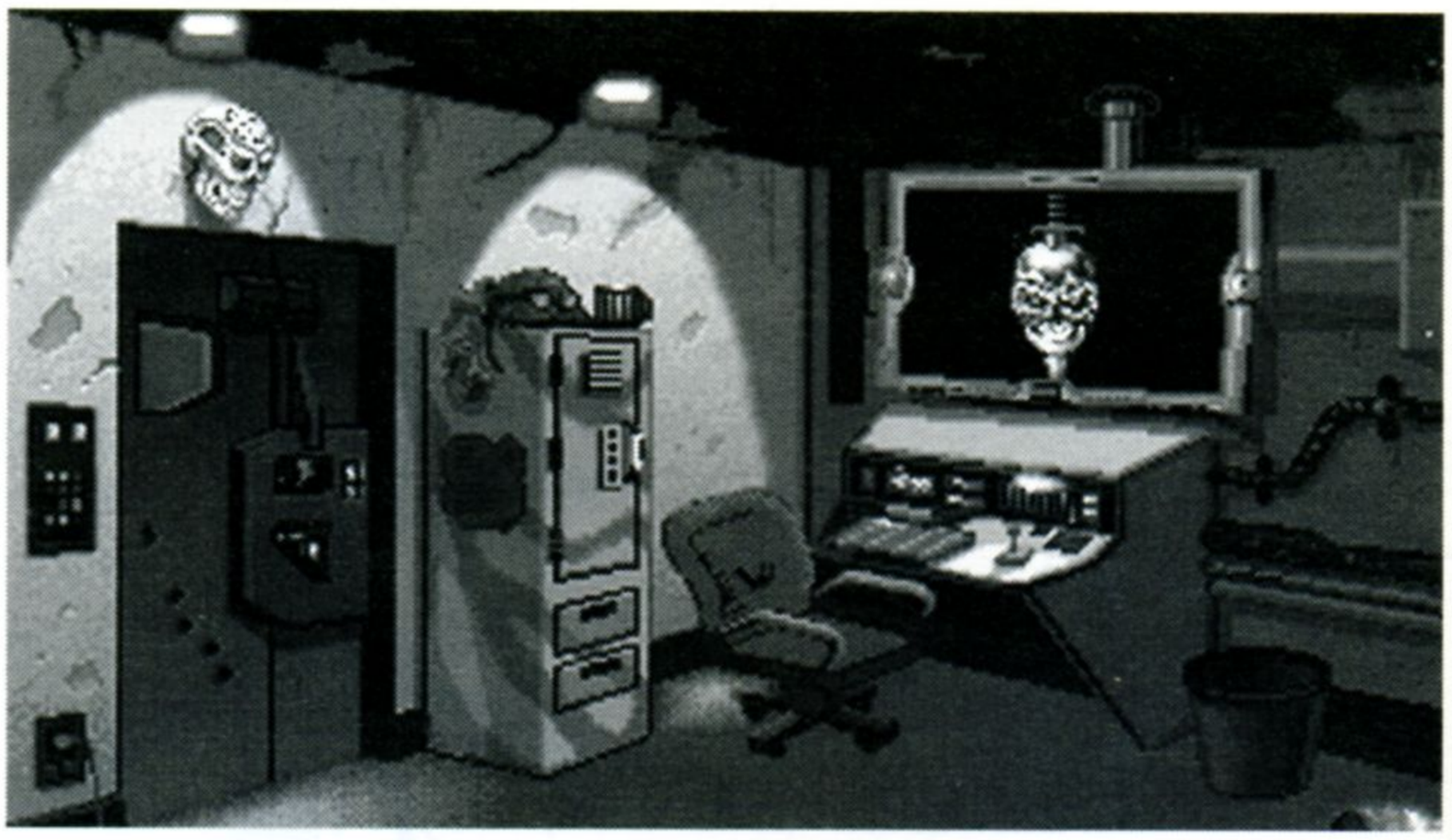


Figure 2-1, Quarters

As a new game begins you'll find yourself in your quarters, as seen in Figure 2-1. Located deep underground in the Resistance headquarters, this small cluttered room is the closest thing to 'home' that you've ever known. From here you can perform many of the basic game functions. You'll find various objects scattered throughout the room. By using your cursor keys or mouse, you can move the cursor around on the screen. As the cursor moves over certain objects you can click either mouse button or the 'Enter' key on your keyboard. This selects an object and activates the game function linked to that object. Objects/game functions available from your quarters are:

Locker

Your Locker

Check Personnel Chart

Opening your locker brings up your personnel chart. This will display the status of your character. Since you will return to your quarters after every mission, you can select this option to let you see how well you're doing. You can check out any change in rank, or see how many total "kills" you have received during your mission(s). (See: Character Creation, Page 13)

LCD Computer Screen/Computer Console

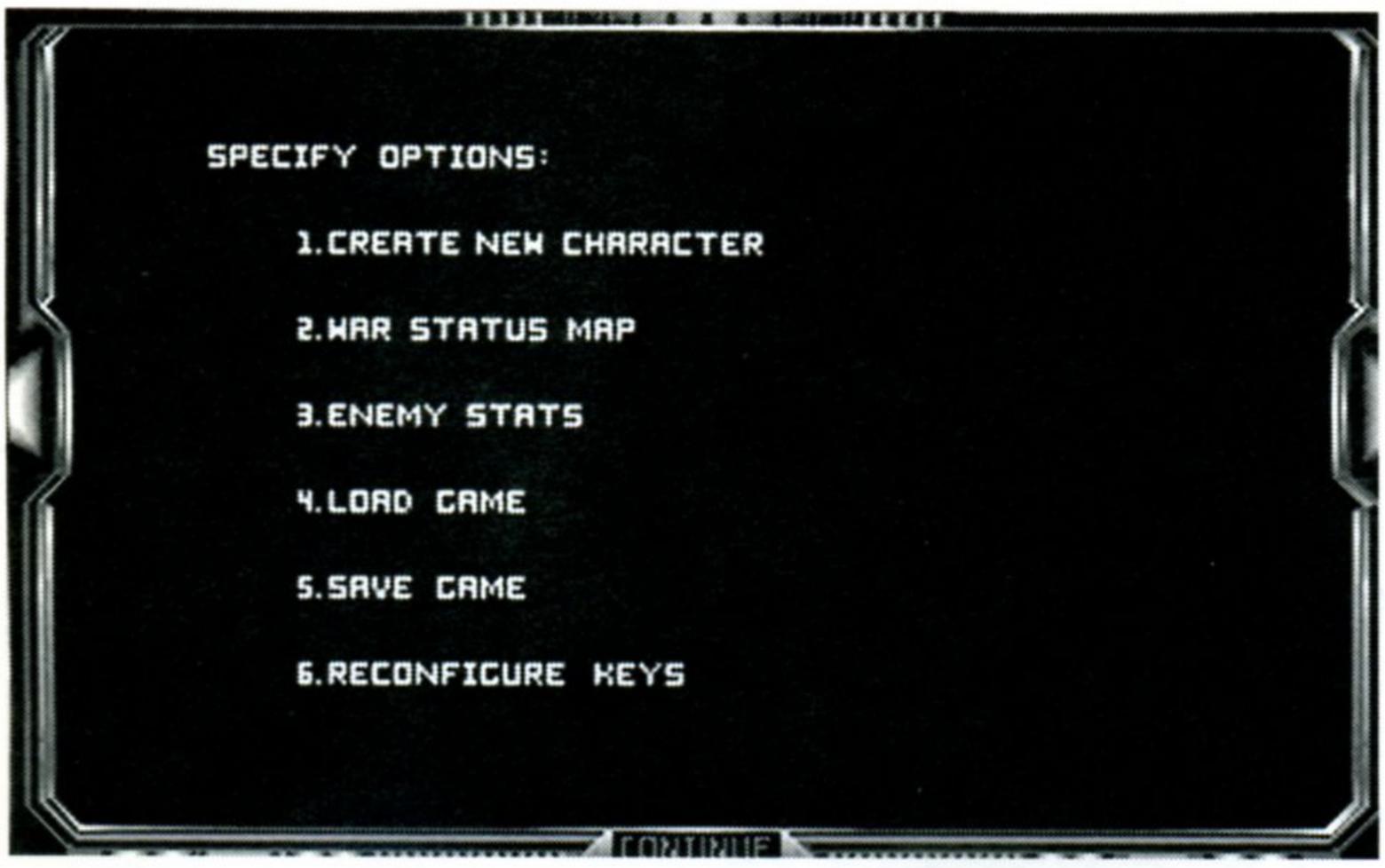


Figure 2-2, The Options Screen

The large LCD computer screen is one of your main sources of game information. Clicking on the LCD screen brings up a menu of options, as seen in Figure 2-2. Either click on the option or type its number to select it. These options are:

Character Creation

When you choose this option you will be prompted to enter a name or call sign for your character. Do this and follow any other prompts. After that your personnel file should come on screen. Some of this information may be edited but most cannot. The non-editable information is statistical and based on your character's performance in combat situations. This information will change after every mission and affects your character's standing. (See Check Personnel Chart, Page 12.)

War Status Map

The War Status Map shows the current state of the Los Angeles area and which sections are controlled by SkyNet and which by the Resistance (green area). The balance of power is constantly shifting, with two of the biggest factors being the A.C.E. and your combat skills.

WARNING:
Not all information may be available. SkyNet is continually developing newer, more powerful, Terminator units. The information you'll have available is what is currently known to Central Command.

Enemy Stats

Choosing Enemy Stats will give you access to the Resistance's database of information concerning SkyNet's forces. This is a very useful option, especially for new players. From here you can get the latest information on enemy units.

Load Game

Choosing this option will bring up the 'Load Game' menu. Highlighting the name of a game on the roster and hitting 'enter' will load that game. You'll pick up the action from wherever the game was last saved.

NOTE:
The computer console and the Game DOS menu are the only places to save a game. You cannot save a game during a mission.

Save Game

The other option from the computer console is to save the current game. After you select this option you'll be prompted to enter a unique name for the current game. The only restriction on this function is that the name you select should be 30 characters or less.

Reconfigure Keys

This option will bring up a menu where you will be prompted on how to reconfigure your input device options.

Certain keys cannot be reconfigured. These include:

WARNING:
This manual documents the default settings for the keyboard. It is recommended that new players understand all of the functions in their default state before customizing the game.

A Key	Automap
S Key	Scan
I Key	Inventory
O Key	Orders
M Key	Main Menu
P Key	Pause
TAB	Options
ESC	
F1 thru F10 Keys	

Continue

Choose this to leave the Options Screen and return to your quarters.

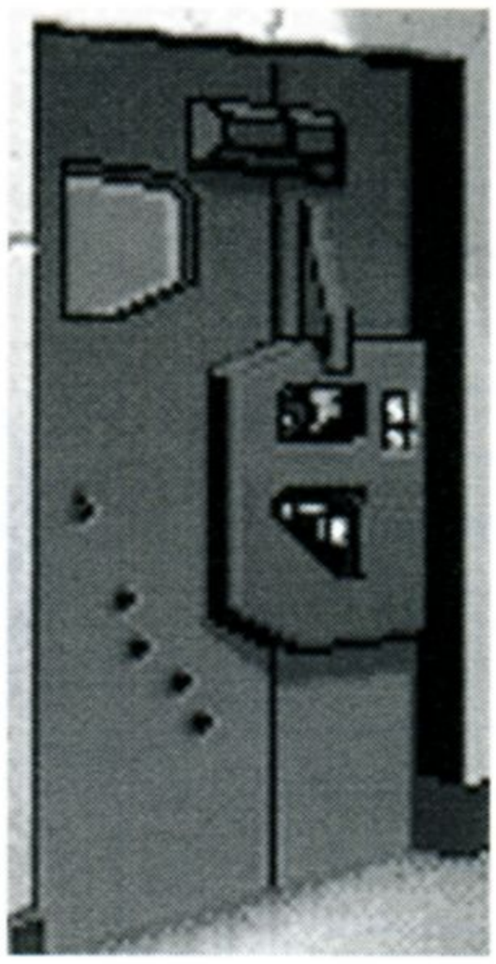
Trashcan

The Trash Can

Quit to DOS

If for some reason "real life" intrudes on your game play and you have to quit the game, you can do so from your quarters by selecting the trash can. However, remember to save your game so you can start up where you left off.

Doorway



The Doorway

Go to Mission Briefing

To start the next step of the game, the Mission Briefing, select the door to your quarters. The door will open and you'll be on your way to the next phase of the game.

Computer Console

The Computer Console.

Click on the Computer Console to run through a training simulation where you can practice.

Training Simulator

Choosing this option will allow you to use the neural interface built into the A.C.E. 1000 to train with the latest weaponry and defensive items available. Training on the simulator will NOT affect your character's performance ratings.

QUARTERS

	R.T.F #
01	17294
02	60665
03	60830
04	02934
05	28067
06	56699
07	40406
08	35616
09	26349
10	43103
11	01905
12	48983
13	25327
14	15250
15	23738
16	24320
17	59409
18	05995
19	36175
20	26912
21	10753
22	12690
23	10118
24	49848
25	51732
26	50652
27	04043
28	29352
29	23973
30	62762
31	28158
32	23438
33	06771
34	04687
35	12504
36	21414
37	02310
38	31977
39	34629
40	31402
41	07433
42	59973
43	45000
44	44465
45	37806
46	64574
47	32220
48	63761
49	63503
50	01564

SECTION 3:

MISSION BRIEFING/EQUIPMENT SELECTION

R.T.F #	
62800	01
59456	02
11657	03
57207	04
23464	05
37805	06
57377	07
42259	08
08065	09
19625	10
47841	11
18372	12
62956	13
51011	14
50234	15
51529	16
36303	17
41509	18
16482	19
01843	20
14665	21
11386	22
31158	23
62398	24
60685	25
18890	26
53015	27
07348	28
62916	29
21466	30
26702	31
24656	32
50030	33
55951	34
61546	35
45078	36
10944	37
08649	38
46623	39
49598	40
31877	41
15690	42
37415	43
36360	44
54014	45
43663	46
62371	47
32167	48
62788	49
18612	50

	R.T.F #
01	29305
02	09241
03	12452
04	36434
05	18357
06	26762
07	34816
08	56674
09	03050
10	64695
11	39218
12	54554
13	07056
14	00455
15	39018
16	33229
17	00357
18	47922
19	49549
20	19149
21	18127
22	12188
23	40854
24	32331
25	02614
26	38840
27	35319
28	23347
29	47981
30	31528
31	47095
32	30994
33	24072
34	23386
35	18963
36	28146
37	45509
38	52330
39	43359
40	37435
41	41190
42	56325
43	40165
44	49810
45	21650
46	42562
47	29955
48	65467
49	20282
50	63625

MISSION BRIEFING ROOM

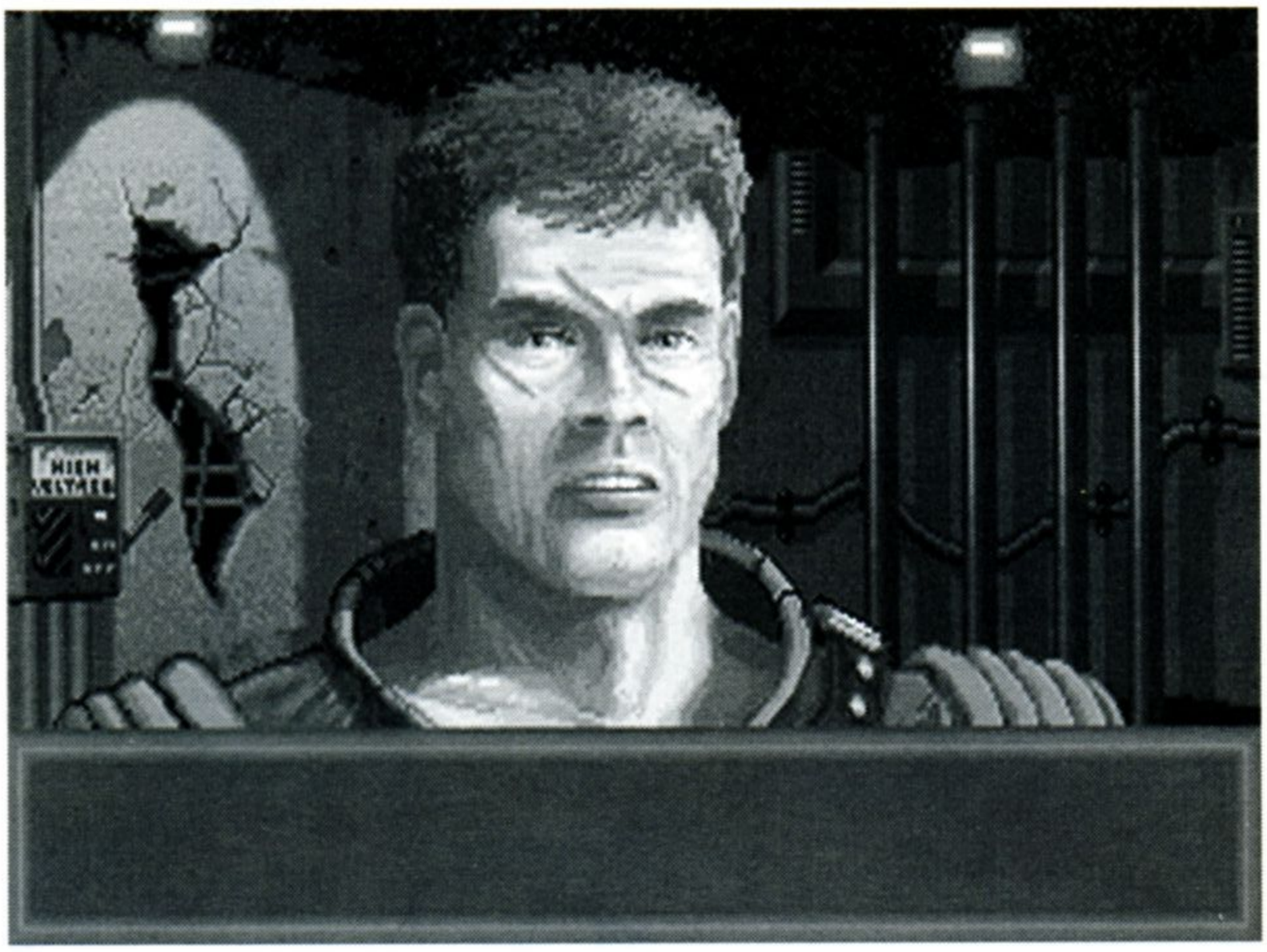


Figure 3-1, Colonel John Connor

After leaving your quarters you will see a graphical representation of L.A., as seen in figure 3-2, pinpointing your next mission location. After this you will proceed to the mission briefing room. Here John Connor, leader of the Resistance, will outline the mission you are about to undertake. The difficulty of each mission will vary depending on your rank. Each Mission might have several objectives. Colonel Connor, or one of his staff, will explain your primary and secondary objectives. Once you understand your objectives you will be able to proceed to the A.C.E. Ordnance bay. There you will be outfitted in the A.C.E. 1000 Battle Armor and be able to select the ordnance and other equipment you'll need.

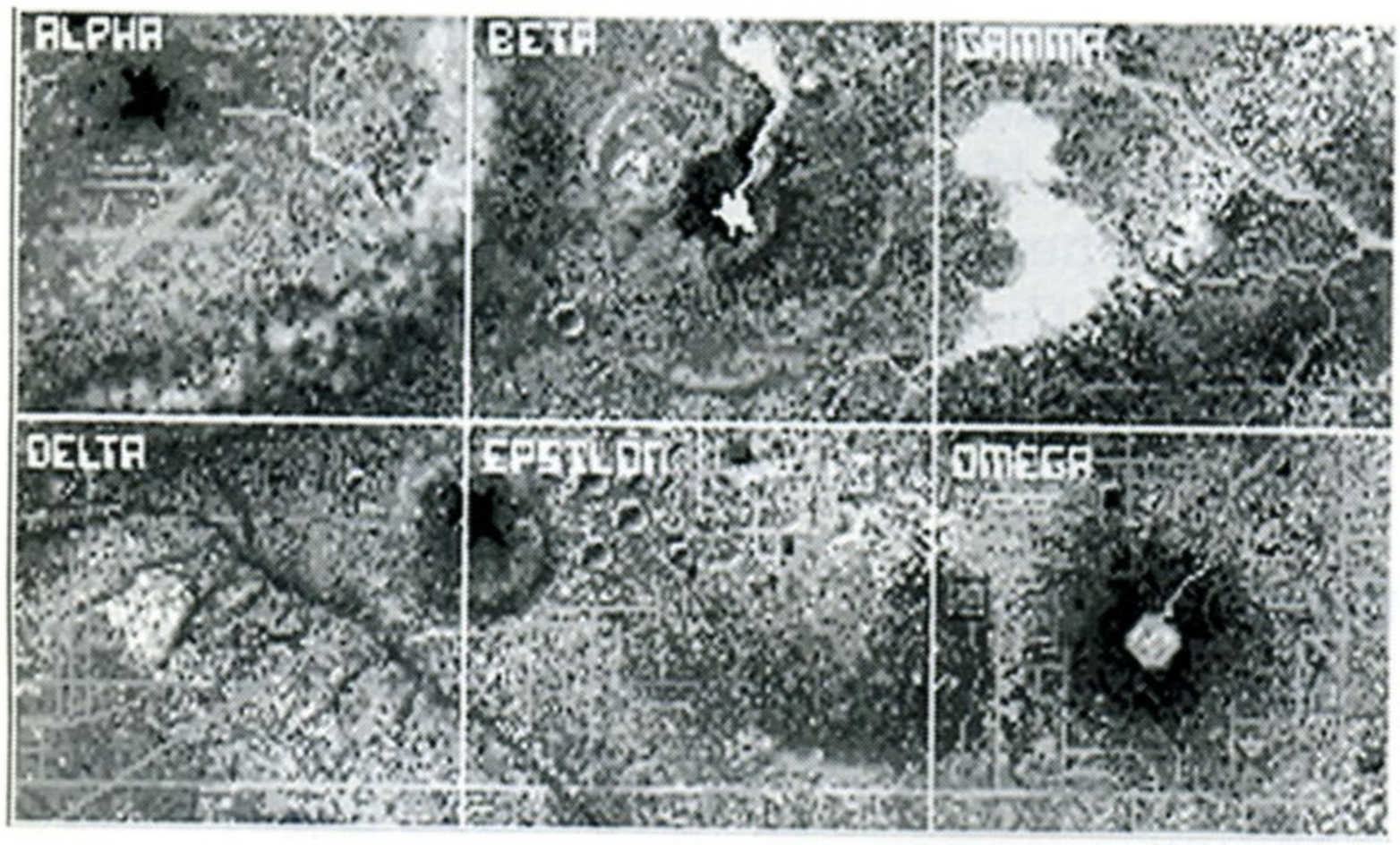


Figure 3-2, 3-D Mission Map

A.C.E. ORDNANCE BAY

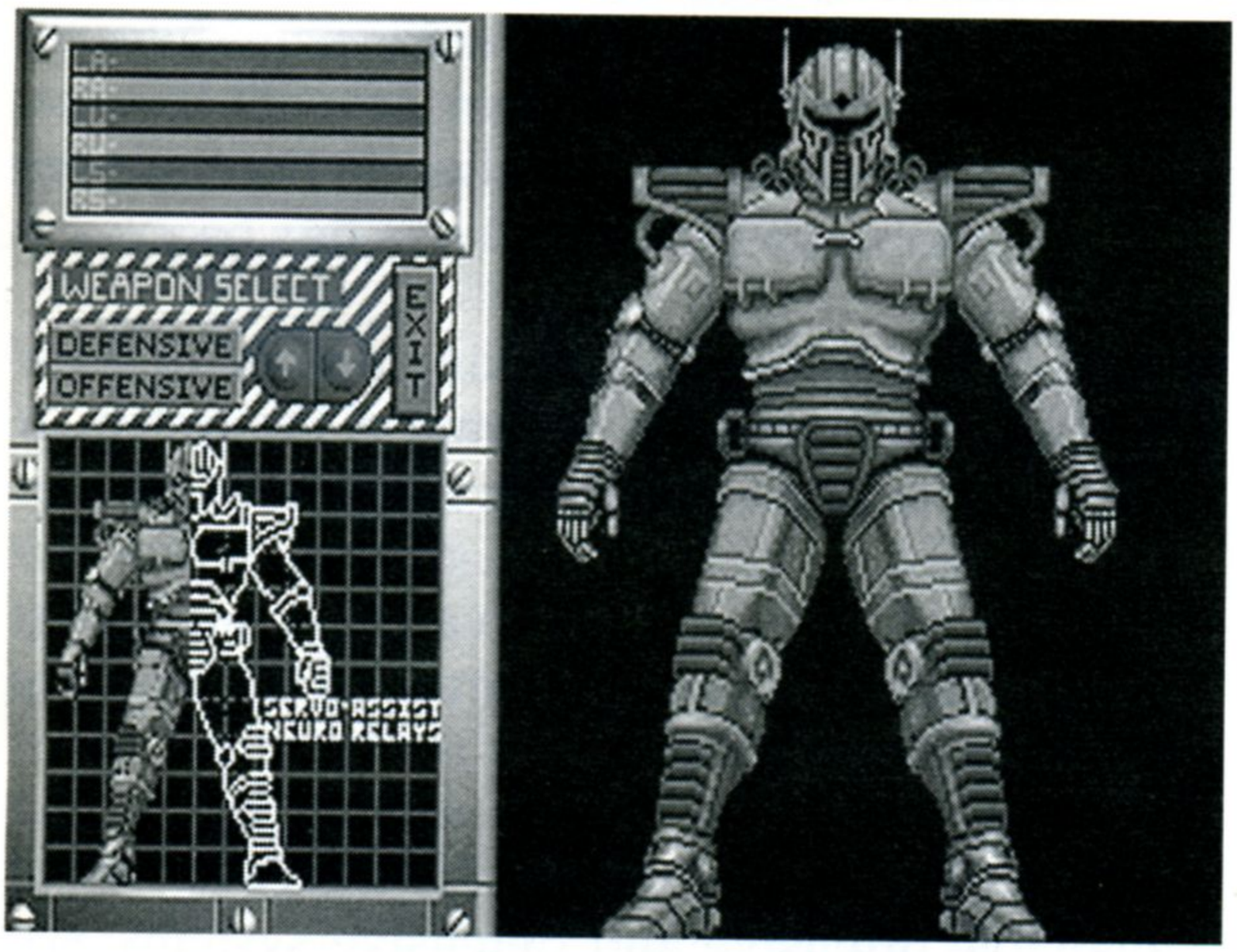


Figure 3-3, Equipment Selection Screen

Once in the A.C.E. Ordnance Bay, the Equipment Selection screen, as seen in Figure 3-3, will appear. Load the A.C.E. as you see fit. There is a graphic interface for the selection of ordnance.

R.T.F #	
44239	01
52345	02
60656	03
57966	04
24948	05
10602	06
43471	07
05268	08
65428	09
03822	10
36440	11
60813	12
34471	13
17664	14
08657	15
05302	16
49752	17
31001	18
17063	19
33566	20
55789	21
29202	22
17611	23
55902	24
38301	25
16897	26
46615	27
59776	28
47610	29
22040	30
10408	31
16347	32
55623	33
17548	34
25410	35
44531	36
64224	37
14442	38
22450	39
37979	40
30872	41
56193	42
16165	43
57493	44
29204	45
40509	46
15508	47
38894	48
13875	49
15752	50

	R.T.F #
01	58650
02	53349
03	00616
04	26281
05	03674
06	63363
07	30747
08	22823
09	17116
10	18242
11	10254
12	26277
13	15471
14	18665
15	37812
16	12486
17	50311
18	17900
19	01178
20	34057
21	23197
22	34510
23	39361
24	46763
25	00148
26	16384
27	60159
28	22154
29	36112
30	03266
31	41571
32	10494
33	58335
34	55295
35	27536
36	14784
37	29779
38	04916
39	39199
40	60869
41	23972
42	06984
43	57344
44	62242
45	39248
46	43890
47	35031
48	61160
49	35708
50	15896

About Hard Points

On screen you'll see a front view of the A.C.E. 1000 Battle Armor with the hardpoints indicated. Hardpoints are those areas of the armor where various weapon systems can be attached. There are a total of six hardpoints on the A.C.E. 1000 Battle Armor.

Ordnance Selection

Mouse or on-screen arrows

On the left side of the screen you'll find four options:

- Offensive Systems – Arrow Keys or Mouse to select, then 'Enter'
- Defensive Systems – Arrow Keys or Mouse to select, then 'Enter'
- Up and Down arrows to cycle through the ordnance selections.

Moving the cursor and clicking on one of these options will bring up a diagram of the system. If you want to add a particular weapon or piece of equipment to the armor, simply move the cursor and click on any available hardpoint area. Offensive systems come as a complete package, fully loaded and ready to go. Once selected, the chosen system will appear on the A.C.E. 1000 Battle Armor. (For a breakdown of available offensive and defensive systems, see Section 8: Weapons Descriptions, on page 47.)

Start a Mission

On-screen button

On-Screen will be a button marked 'Exit'. Once ordnance is selected, this button will start the mission. (See Section 4: Battle/Mission screen, Page 23.)

Abort a Mission

TAB key or on-screen OPTIONS Button

If for some reason you want to abort a mission, you can do so by hitting the TAB key or clicking on the on-screen options button. This works only during game play and brings up a menu of options in the information display. Typing the options number or clicking on it will activate its function. These options are:

1. Abort Mission
2. Sounds On/Off
3. Drop to DOS

NOTE:
Depending on your mission performance and the status of the war, newer, more sophisticated ACE weapon systems will become available as they are developed and as a function of rank.

R.T.F #	
30561	01
51463	02
22867	03
15276	04
26575	05
30253	06
25956	07
55184	08
49704	09
08102	10
20998	11
31473	12
25513	13
35132	14
59830	15
40365	16
48678	17
38166	18
19829	19
60720	20
44392	21
50587	22
51500	23
41296	24
25231	25
40270	26
44554	27
57143	28
50544	29
48305	30
37603	31
02616	32
44022	33
40485	34
23185	35
58038	36
18307	37
53190	38
24661	39
21250	40
10317	41
35666	42
10805	43
51772	44
14020	45
35841	46
00349	47
01327	48
00745	49
00619	50

MISSION BRIEFING/EQUIPMENT SELECTION

	R.T.F #
01	53376
02	09527
03	51638
04	34408
05	43063
06	62749
07	36987
08	59113
09	18782
10	15351
11	46653
12	47074
13	05500
14	65035
15	23320
16	32290
17	50458
18	35755
19	64924
20	22839
21	17448
22	15896
23	44593
24	02893
25	05214
26	49762
27	14452
28	16141
29	38295
30	53828
31	41626
32	60289
33	37941
34	15114
35	25290
36	46572
37	32130
38	04717
39	43654
40	12724
41	39436
42	63859
43	10241
44	56891
45	44550
46	19794
47	40327
48	49855
49	24492
50	09804

SECTION 4:

BATTLE/MISSION SCREEN

R.T.F #	
44763	01
34879	02
50077	03
01170	04
17554	05
61784	06
28480	07
02851	08
58747	09
36898	10
28962	11
43180	12
26104	13
39445	14
36692	15
36456	16
19812	17
47592	18
11216	19
54528	20
20845	21
49007	22
11987	23
12138	24
18298	25
03450	26
22338	27
03020	28
60420	29
42427	30
20743	31
33368	32
57343	33
45727	34
61811	35
61999	36
15408	37
28466	38
63900	39
11328	40
06806	41
19709	42
48830	43
03112	44
30148	45
14313	46
06300	47
24338	48
48707	49
55324	50

	R.T.F #
01	62942
02	63639
03	34291
04	45529
05	63091
06	54685
07	41320
08	00866
09	27631
10	11578
11	08015
12	16599
13	08172
14	20368
15	30153
16	03606
17	16490
18	12976
19	17868
20	38555
21	53809
22	36217
23	05255
24	09056
25	02348
26	24696
27	23229
28	52925
29	59086
30	52424
31	18984
32	13895
33	32367
34	06385
35	43221
36	02738
37	16301
38	50123
39	08844
40	23985
41	42701
42	34139
43	28711
44	36306
45	45850
46	07603
47	46328
48	45157
49	33603
50	53716

HEADS UP DISPLAY (H.U.D.)

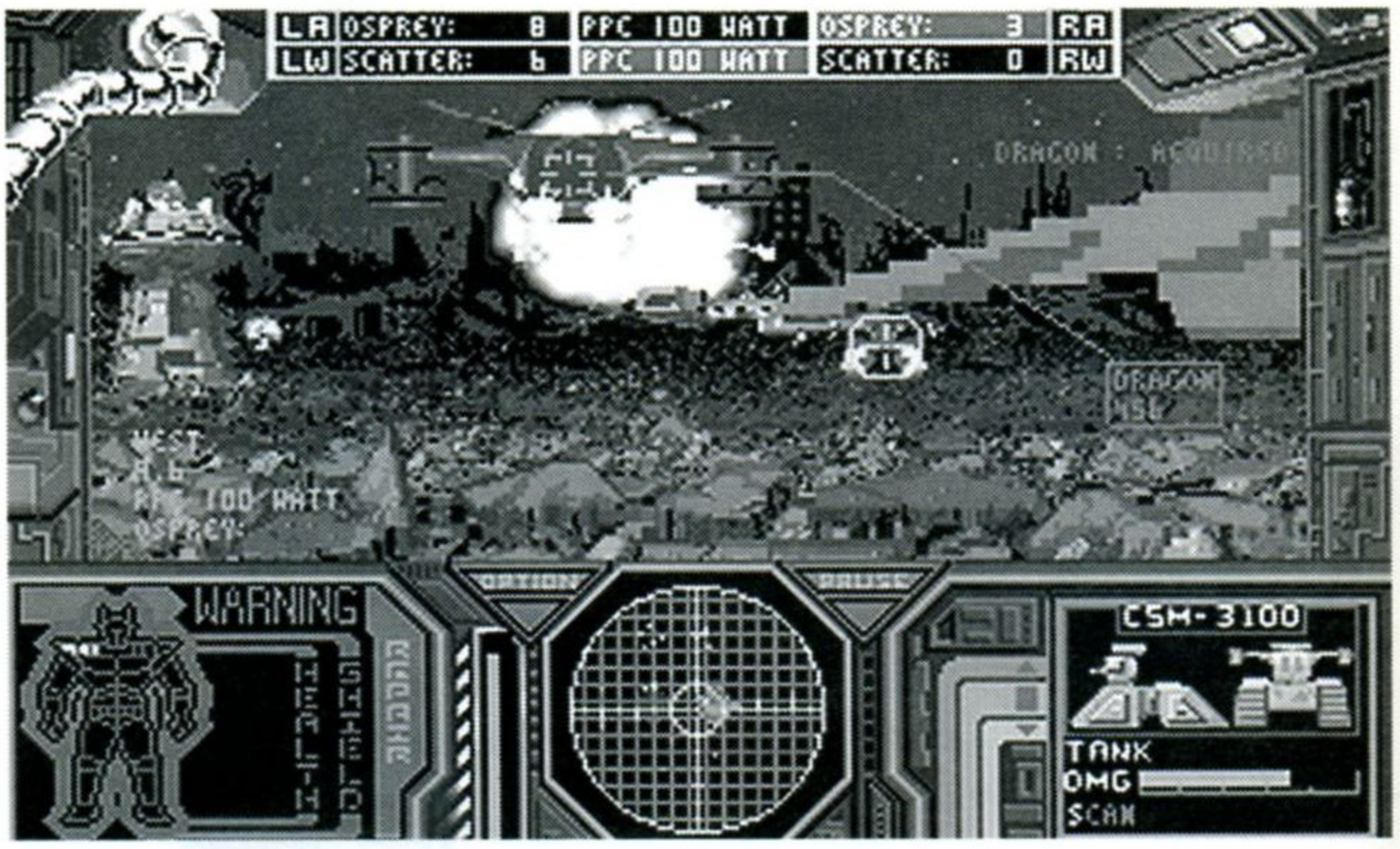


Figure 5-1, The Heads Up Display

The H.U.D. or Heads Up Display is the central status display center of Terminator 2029. This is your view from inside the battle armor. From here you control all of your actions. Everything from firing your weapons, to repairs, to moving onto your next mission objective, is controlled from the H.U.D.

To better describe all of the options available to you from the H.U.D, we have divided it into the following five sections:

- Top of the Screen
- Center of the Screen
- Bottom Left of the Screen
- Bottom Center of the Screen
- Bottom Right of the Screen

H.U.D. SECTION 1:
Top of the Screen

Figure 5-2, The Weapons Display

Weapon/Equipment Display

At the top center of the screen are six boxes representing the six hard points on the A.C.E. 1000 Battle Armor. These boxes display information on the equipment attached to each hardpoint. This information includes:

- Name of weapon currently attached to that hardpoint
- Number of rounds left
- Primary weapon selected (red box)
- Secondary weapon selected (blue box)

NOTE:
Only two hardpoints are active at any one time.

Weapon Selection

Selecting a weapon is accomplished by moving the cursor, using either the target control keys or the mouse, over one of the six hard point boxes, then clicking either the left mouse button (for primary weapon selection) or the right mouse button (for secondary weapon selection). If you are using your keyboard as the input device, hit the 'F1' key to select your primary weapon and the 'F2' key to select the secondary weapon. (See Keyboard Commands, Page 33.)

NOTE:
As one option, you can choose to use the same weapon as both your primary and secondary weapon system. Then, no matter which mouse button is pushed, that weapon will fire.

Weapon Damage

As the A.C.E. Battle Armor suffers damage, so do its attached weapon systems. As damage occurs, the affected system's hard point lettering will emit a colored glow. The specific colors will indicate the amount of damage to the system. These colors are:

COMBAT TIP:
Keep a close eye on your weapon damage level and be prepared to switch weapon systems if the need arises.

- Green - 0 to 50% damage
- Yellow - 51 to 75% damage
- Red - 76 to 100% damage

Given enough damage, the systems will fail.

H.U.D. SECTION 2:

Center of the Screen

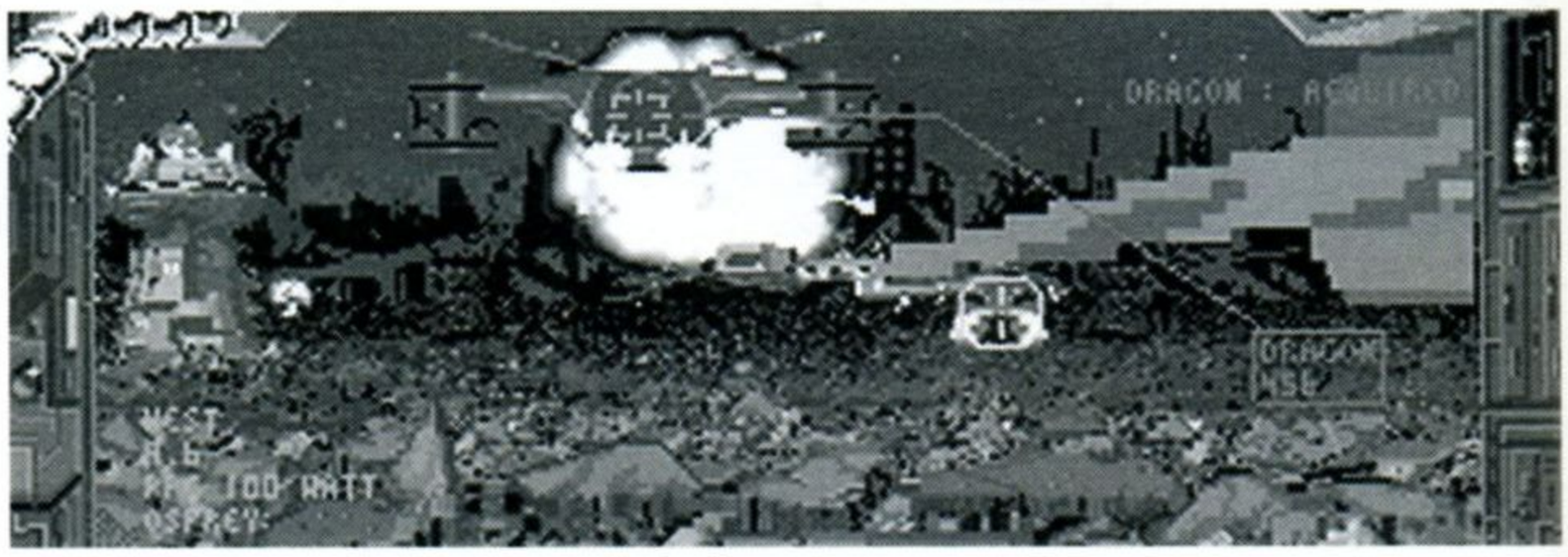


Figure 5-3, The Real-Time Action Viewer

The H.U.D. Screen is dominated by the real-time action view of the game. What you see is the view from inside the A.C.E. Battle Armor. You see the action in real time as it happens. Want to see what's to your left? Turn to your left and take a look! But keep your eyes pealed... Terminators could be lurking behind you.

In addition to your real-time view of the action, this selection will also display the following:

COMBAT TIP:
Under development are Havok Missiles which do not need a target lock. They are "fire and forget", as they fan out and search for available targets. When they become available, Tech-Comm Weapons Group will let you know.

Targeting/Missile Scan

'S' key

As you hit the 'S' key, special A.C.E. scanning technology engages. Each target is scanned and information about it displayed. Repeatedly hitting the 'S' key again cycles through all available targets. The target lock cursor will appear in different colors depending on the type of lock. These colors are:

- Dark Red - Tracking
- Bright Red - Locked
- Flashing Bright Red - Unstable Lock

Once locked in, missiles will automatically hit the target, unless the target manages to break the lock by finding cover. (See Keyboard Commands, Page 33.)

NOTE:
Missiles must be armed for scanning to function. As the Game begins, missiles are still under development by the Resistance.

COMBAT TIP:
Do not fire missiles at close range. They will lose lock and overshoot the target.

Enemy Information Display

When you get an enemy unit within your gun sights, a red box will appear attached to the enemy unit. This box will display technical information about the type and range of the selected enemy. When locked, missile tracking sights will display relative strength as well.

Location/Heading/Weapons Selected Display

In the bottom left-hand corner of the real-time action viewer are a set of continually changing numbers. These include a numerical display of your current x/y coordinates, your heading, and your primary and secondary selected weapons. As you move your coordinates and heading will change.

COMBAT TIP:
Use the numbers in your Location Display to help you find your mission objectives, safe houses, or exit point.

For example, a typical display could read as follows:

158, 37 (X/Y location coordinates)
North (direction facing)
40 Watt (primary weapon selection)
40 Watt (secondary weapon selection)

H.U.D. SECTION 3:
Bottom Left of the Screen

Figure 5-4, The System Update Indicator

NOTE:
Shield Strength only functions when the A.C.E. is equipped with shields. As the game begins this equipment is still under development by Resistance Command.

NOTE:
Character Health is a record of damage to your organic systems. In other words, you. Terminator 2029 keeps track of several types of damage. When you are hit, damage is first absorbed by your shields (if any). When they fail, damage is then taken by the armor itself and any attached weapon systems. When that fails, your endoskeleton and body take damage.

Systems Update Indicators

Vital information on both the A.C.E. 1000 and your character is displayed as colored indicators. They are:

Shield Strength

Blue Aura

This aura, which appears as a colored glow around the display of the A.C.E. Battle Armor, keeps a moment-to-moment record of remaining shield strength. The brighter the aura, the more your shields are functioning.

Character Health

Changing Color Aura

This aura, which surrounds the on-screen display of the A.C.E. Battle Armor, represents the amount of damage you can sustain. As you take damage, the aura will change color. These colors represent:

- Green - 0 to 50% damage
- Yellow - 51 to 75% damage
- Red - 76 to 90% damage
- Flashing Red - 91 to 100% .

If your damage level reaches 100%, you will die.

A.C.E. Diagnostics

The on-screen depiction of the A.C.E. 1000 Battle Armor functions as a graphic indicator of current damage levels to specific sections of the armor. Damaged sections of the armor will be displayed in various colors depending on the level of the damage. These colors are:

- Clear - 0 to 50% damage
- Yellow - 51 to 75% damage
- Red - 76 to 90% damage
- Flashing Red - 91 to 100% damage.

Given enough damage, all offensive and defensive systems will fail.

COMBAT TIP:
If damage to the armor is too great it might be better to abort the mission rather than lose the only functioning A.C.E. prototype to SkyNet's forces.

Repairs

'R' key

Hitting the 'R' key activates the A.C.E. 1000's on-board auto-repair functions. This performs minor repairs (up to 50% on all damaged systems) but will not correct major damage.

COMBAT TIP:
All offensive systems, including weapons and weapon selection, go off-line when the repairs function is active. Defensive systems selected before repairing remain active.

Choose Systems to Repair

'N' key

You can select the systems to repair by scrolling through the choices using the 'N' key. If you click your mouse button you will exit repairs. This will stop repairs.

COMBAT TIP:
The greater the level of damage, the longer repairs will take to repair and the chance of being discovered by the enemy increases. Keep moving, and look for safe houses.

COMBAT TIP:
Using the repair function does not pause the game. Repairs take place in real time, so it is best to try to locate a 'safe house' before activating the repairs function.

H.U.D. Section 4:
Bottom Center of the Screen

COMBAT TIP:
The ring in the center of the Tactical Display represents a minimum safe distance from grenades or similar explosives.

Figure 5-5, The Tactical Display

Tactical Display

The circular Tactical Display is not a directional guide. It is a 360° graphic display of your current tactical situation. The top of the display represents your current heading, the bottom, represents what is behind you. Colored dots move across the grid. These represent:

Green Dot:	The A.C.E. Battle Armor (Always in the center of the display)
Red Dot(s):	Enemy Units Possible Specials (Might include ships, radar stations, etc.)
Yellow Dot(s):	Missiles
White Dot:	Grenade Launcher Targeting System

COMBAT TIP:
Keep your eye on the Tactical Display. It will indicate the presence of Terminator units that are outside your visual field.

COMBAT TIP:
The Tactical Display is also used for launching grenades. Select a grenade from among your hardpoints and make it your primary or secondary weapon. Click and hold down the mouse button. A white dot will appear on the Display moving away from you. Use the mouse to direct it and release the button. Your grenade launcher will fire and the grenade will trvel to the point indicated.

Weapon Heat Loss Indicator

Red Bar

Phased plasma weapons depend on a build-up of heat. If the heat level drops below a certain point they cease to function. Keeping an eye on this display will let you know when to switch primary weapons until the heat level builds back up to a usable level. If the bar is blue, it indicates a low heat level; wait until it turns red before trying to use it.

H.U.D. SECTION 5:

Bottom Right of the Screen

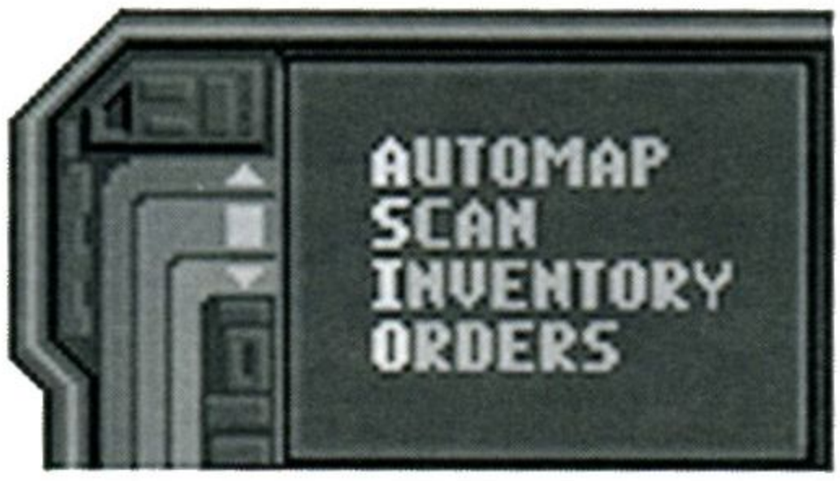


Figure 5-6, The Information Display

Information Display

The large display at the bottom right of the screen is the Information Display. Moving the cursor over this area and clicking on a mouse button will activate it. Several functions are available by using the keyboard. These are:

Automap

'A' key

When Information Display is active, hitting the 'A' key will bring up a map of your current mission. This cannot only be used to navigate to your mission objectives, but can also show you distance and scale as well as what obstacles may be in your path. Your exit location, the point where you will be extracted from the war zone by the Resistance, will appear as a red 'X'.

Scan Available Targets

'S' key

Each subsequent hitting of the 'S' key scans through all available targets, displaying information on each. This includes:

- Graphic Display
- Target Type - with model number (if avail.)
- Target Damage - displayed as damage bar.

GENERAL NOTE:
Keyboard commands become inactive when the cursor is on an active prompt area or you are asked to enter information.

COMBAT TIP:
Using the Exit Indicator in the Auto-Map and the Coordinate Indicators, you should be able to easily find your way to your exit point when the need arises.

Inventory

'I' key

When Information Display is active, hitting the 'I' key will bring up a numbered inventory list and activate two other on-screen buttons. This only functions when you have an inventory. The two on-screen buttons are:

- ***Examine***

Selecting 'Examine' allows you to look at and analyze an item. You can select an item by clicking on its name on the screen, or by typing its corresponding number. If you decide you want to use it, double-click on it.

- ***Drop***

If you want to drop an item from your inventory, click on the item in the list, or hit its corresponding number, to highlight it. Once it is highlighted, hit the 'drop' button to remove it from your inventory.

COMBAT TIP:
The locations of 'safe houses' are sometimes displayed along with your orders. Safe houses are locations where you can repair your systems in safety. When you need repairs, if a safe house is available, use it.

Orders

'O' key

When Information Display is active, hitting the 'O' key will bring up a readout of your mission orders and objectives. This is where you review your mission objectives in the field and also receive new orders directly from Resistance Mission Control.

COMBAT TIP:
When displaying your orders or other information, there will often be several screens available. Use these buttons to access all of the information.

Paging through Orders/Inventory

On-Screen Arrow Buttons

When the 'Information Display' is active, you must use the on-screen arrows to page through your orders or inventory.

COMBAT TIP:
Your orders will sometimes include coordinates for your mission objectives. Use these coordinates to locate your targets.

SECTION 5:

KEYBOARD COMMANDS

R.T.F #	
29222	01
22869	02
30655	03
30349	04
28686	05
41227	06
15147	07
59739	08
64932	09
18512	10
04265	11
55113	12
58834	13
55849	14
51264	15
45519	16
31445	17
43963	18
47424	19
45493	20
06053	21
39463	22
08861	23
51184	24
30541	25
26221	26
20818	27
23681	28
16973	29
36683	30
60606	31
47963	32
12797	33
35101	34
51464	35
03900	36
10730	37
13245	38
40828	39
51857	40
42809	41
28259	42
03309	43
24149	44
58881	45
43395	46
13843	47
07921	48
07347	49
22196	50

	R.T.F #
01	29165
02	14106
03	11636
04	05765
05	23071
06	35000
07	11648
08	33896
09	41299
10	23484
11	08839
12	32905
13	03994
14	47879
15	22033
16	55222
17	01225
18	24391
19	40668
20	10551
21	57566
22	02011
23	00058
24	60085
25	45659
26	08621
27	65398
28	27157
29	35496
30	39957
31	03886
32	44380
33	55412
34	52155
35	28857
36	04234
37	10258
38	15220
39	60288
40	33153
41	43486
42	19233
43	47719
44	14814
45	56983
46	31893
47	03875
48	55005
49	51652
50	20078

In addition to the on-screen graphic interface, there are keyboard commands that work with the H.U.D. Using the keyboard you can access the following functions:

Change Direction

'Cursor' keys (Arrows)

Use the left and right 'cursor' or 'arrow' keys to turn, and the up 'cursor' key to move forward in direction you're facing.

Change Movement Direction Only

'Ctrl' + 'Cursor' keys (Arrows)

Hitting the 'Ctrl' key (Control) along with the 'cursor' keys changes the direction you're moving without changing the direction you're facing. For example, by hitting this combination of keys you could side-step behind cover while still keeping your attackers in your sights.

Target Sighting

'Home', 'Del', 'End', 'Page down' keys, or Mouse

By using these keys you control the target sighting of the weapons selected.

Scan Available Targets

'S' key

Each subsequent hitting of the 'S' key scans through available targets, displaying information on each. This includes:

- Graphic Display
- Target Type - displays model number of the current target
- Target Damage - displayed as damage bar.

Primary Weapon Select

'F1' key

Each subsequent click on the 'F1' key will toggle the red square between the six hardpoint boxes. The hardpoint selected in the red square is your primary weapon.

Secondary Weapon Select

'F2' Key

Each subsequent click on the 'F2' key will toggle the blue square between the six hardpoint designator boxes. The hardpoint selected in the blue square is your secondary weapon.

Fire Primary Weapon

'Spacebar', or Left Mouse Button

Hitting either of these keys or the left mouse button fires your selected primary weapon.

Fire Secondary Weapon

'Return', 'Enter', or Right Mouse Button

Hitting either of these keys or the right mouse button fires your selected secondary weapon.

Pause

'P' key

Hitting the 'P' key toggles the pause function on and off. There is no time limit to this option.

R.T.F #	
35747	01
44856	02
02578	03
34041	04
04458	05
18182	06
14259	07
49424	08
18161	09
49566	10
59582	11
17662	12
13063	13
12659	14
48020	15
51032	16
20019	17
42487	18
50999	19
13283	20
27150	21
55163	22
53682	23
14962	24
52908	25
20747	26
44150	27
35783	28
60915	29
63573	30
05817	31
42096	32
03328	33
54145	34
34264	35
01450	36
17286	37
60695	38
13236	39
48191	40
12593	41
13790	42
54038	43
05482	44
51453	45
17594	46
18957	47
25007	48
37538	49
54412	50

	R.T.F #
01	53837
02	42438
03	49642
04	57364
05	57232
06	06511
07	33815
08	15312
09	11255
10	21597
11	58175
12	36315
13	19047
14	02318
15	40882
16	33745
17	07918
18	11694
19	24401
20	09896
21	40222
22	29434
23	37622
24	11414
25	11375
26	59673
27	29137
28	10480
29	04768
30	45699
31	27335
32	31240
33	17428
34	42204
35	27603
36	54540
37	64055
38	47063
39	24423
40	20459
41	28633
42	08726
43	16330
44	51505
45	09103
46	01031
47	08313
48	36328
49	00023
50	32966

Access DOS Functions Menu

'Tab' or 'Option' keys

Hitting the 'Tab' or 'Option' keys pauses the game and brings up the DOS functions menu in the H.U.D.'s information display. From here you can:

Sound On/Off

Toggles the sound on and off.

Abort Mission

This ends the current mission and returns you to Resistance Command Headquarters. You are only allowed to abort a mission once.

Quit Game

This exits you from Terminator 2029, but does not save the game.

If you want to save the game prior to quitting you must go to your Quarters. (See Section 1: Quarters, Page 14).

SECTION 6:

COMPLETING MISSIONS

R.T.F #	
36233	01
07544	02
51890	03
09472	04
41217	05
60294	06
14218	07
31692	08
11842	09
65494	10
01036	11
45458	12
25441	13
21547	14
30542	15
09446	16
16522	17
53284	18
43112	19
50539	20
17757	21
49951	22
60124	23
08371	24
46162	25
48151	26
49392	27
64795	28
52246	29
40840	30
46097	31
25266	32
22254	33
56136	34
29488	35
61969	36
61458	37
39021	38
38694	39
26946	40
24337	41
52012	42
27922	43
13980	44
26929	45
00182	46
09912	47
63907	48
30926	49
51995	50

	R.T.F #
01	53474
02	53738
03	31416
04	43817
05	28609
06	23539
07	20887
08	22604
09	41291
10	15371
11	16201
12	18030
13	09628
14	05937
15	42049
16	18903
17	44375
18	55790
19	29928
20	14604
21	19972
22	11580
23	50429
24	27825
25	64626
26	63842
27	51446
28	64872
29	27924
30	54996
31	44383
32	40882
33	47718
34	19733
35	42041
36	64972
37	12616
38	49046
39	34906
40	28561
41	41823
42	59543
43	30417
44	61532
45	40825
46	49667
47	48705
48	13029
49	61416
50	48215

DETERMINE YOUR PRIMARY OBJECTIVE

To determine your primary objective, hit the '*O*' key, and review your orders. Your orders will be displayed on the information screen on the H.U.D. Orders will be displayed as follows:

- Primary Target
- Verb (Destroy, Recover, Hold, Protect, Use, or Proceed To)
- Noun (Name of Place or Object)
- Location (If Known).

For example, suppose you check your orders and they read:

Primary Target:
Destroy
Mobile Communication Center
Unknown

To achieve this objective you would scout around the battle field, then locate and destroy SkyNet's Mobile Communication Center.

DETERMINE YOUR SECONDARY OBJECTIVE

After the Primary Objective is listed there may be one or more Secondary Objectives. These will be in the same format as the Primary Objectives: verb, noun, and then location.

CONFIRM OBJECTIVE ACHIEVED

To make sure you have achieved your objective, check your orders again. The word "Achieved" should be displayed after the objective description.

SECTION 7:

MISSION DEBRIEFING

R.T.F #	
33859	01
45858	02
48867	03
09081	04
32967	05
42533	06
49387	07
37283	08
12145	09
43010	10
50466	11
20536	12
55038	13
01960	14
02995	15
34475	16
50847	17
37061	18
49711	19
05981	20
10587	21
45989	22
01517	23
02686	24
53103	25
60178	26
52327	27
26345	28
19887	29
16435	30
04514	31
22794	32
53988	33
52335	34
44164	35
34746	36
04910	37
06473	38
10557	39
30496	40
43362	41
15940	42
02465	43
55696	44
20075	45
40126	46
52106	47
44653	48
18091	49
06615	50

NOTE:
Disobeying orders will result in warnings and being passed up for promotion. It can even result in your being decommissioned and released from the Special Operations Group.

After successfully completing a mission, return to Resistance Command Headquarters. There Colonel Connor or one of his key staff members will debrief you on the relative success or failure of the mission. Your performance will be evaluated and a graphic analysis of your mission path made available to you.

Disobeying Col. Connor's orders will result in warnings from the Colonel himself. Continuing to disobey direct orders could mean being passed up for promotion or even being decommissioned and released from the Special Operations Group. This is especially true for indiscriminate use of your weaponry against fellow Resistance personnel. If you've gained a promotion in rank as the result of your actions on the battlefield, you will be so informed.

After debriefing, you will return to your quarters. There you can review your stats/kills and prepare for your next mission. (See Section 1: Quarters, Page 11.)

SECTION 8:

RANK

R.T.F #	
05433	01
03848	02
25945	03
46665	04
26548	05
35200	06
01506	07
25679	08
46887	09
59811	10
23370	11
64385	12
18757	13
20426	14
30091	15
10932	16
14758	17
30143	18
23795	19
18397	20
01065	21
00408	22
41864	23
56813	24
30034	25
50843	26
52325	27
55476	28
24746	29
54298	30
59676	31
11967	32
32036	33
12886	34
52500	35
59708	36
51061	37
11615	38
14059	39
27092	40
51832	41
03568	42
20435	43
52878	44
11666	45
08277	46
57591	47
21425	48
59658	49
59719	50

01	40661
02	37792
03	32878
04	26828
05	60067
06	33981
07	41716
08	19226
09	27053
10	05448
11	37332
12	59251
13	53939
14	17728
15	44208
16	60680
17	20813
18	40511
19	33775
20	40408
21	57161
22	59744
23	53531
24	30608
25	62473
26	00795
27	46409
28	10859
29	59880
30	44325
31	40303
32	48658
33	31125
34	15954
35	11469
36	50299
37	43892
38	04213
39	36167
40	31436
41	40706
42	35901
43	34248
44	47159
45	34863
46	45848
47	46750
48	35549
49	17091
50	01809

R.T.F #

RANKS ATTAINABLE

Sergeant
Sergeant Major
2nd Lieutenant
1st Lieutenant
Captain
Major
Lieutenant Colonel

Col. John Connor holds the highest military rank in the Resistance.

WEAPON SYSTEMS AVAILABILITY

At the base rank of Sergeant, Resistance scientists have outfitted A.C.E. armor with: 40 Watt Phased Plasma Cannons; Type 1 Fusion Grenades; and Autodoc Neurolink hardware. For complete descriptions of equipment capabilities, refer to Sections 9 and 10 of this Technical Manual.

As various members of the Special Ops Group succeed in missions, newly acquired resources become available to Resistance scientists. The Special Tech-Comm Weapons Group will respond by building more advanced weapons systems that are made available for use and testing as they are developed, with priority availability to highest ranking officers.

As additional weaponry is developed and made available, you will find information on them in the Ordnance Weapons screens.

SECTION 9:

A.C.E. TECHNICAL SPECIFICATIONS

R.T.F #	
23522	01
25261	02
56252	03
45236	04
62928	05
43588	06
28845	07
49895	08
14121	09
44493	10
50463	11
31952	12
39318	13
45025	14
60914	15
27060	16
63494	17
03174	18
29370	19
16084	20
36620	21
18802	22
17700	23
22353	24
49988	25
63015	26
61009	27
44551	28
03502	29
14230	30
21047	31
13683	32
28176	33
58270	34
26886	35
28047	36
50006	37
02508	38
20095	39
06066	40
27122	41
51771	42
01884	43
59507	44
32830	45
23155	46
23724	47
06022	48
12504	49
06220	50

A.C.E. TECHNICAL SPECIFICATIONS

	R.T.F #
01	11574
02	44443
03	25347
04	35531
05	38100
06	28740
07	12555
08	12546
09	18904
10	19406
11	33951
12	65266
13	36969
14	06948
15	14646
16	26730
17	09188
18	44465
19	09325
20	55783
21	30269
22	60221
23	25701
24	32628
25	42334
26	62926
27	21544
28	14729
29	34437
30	10631
31	34307
32	40942
33	10152
34	55946
35	09195
36	62104
37	09938
38	45271
39	05594
40	55432
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46	35301
47	39958
48	06353
49	02328
50	57052

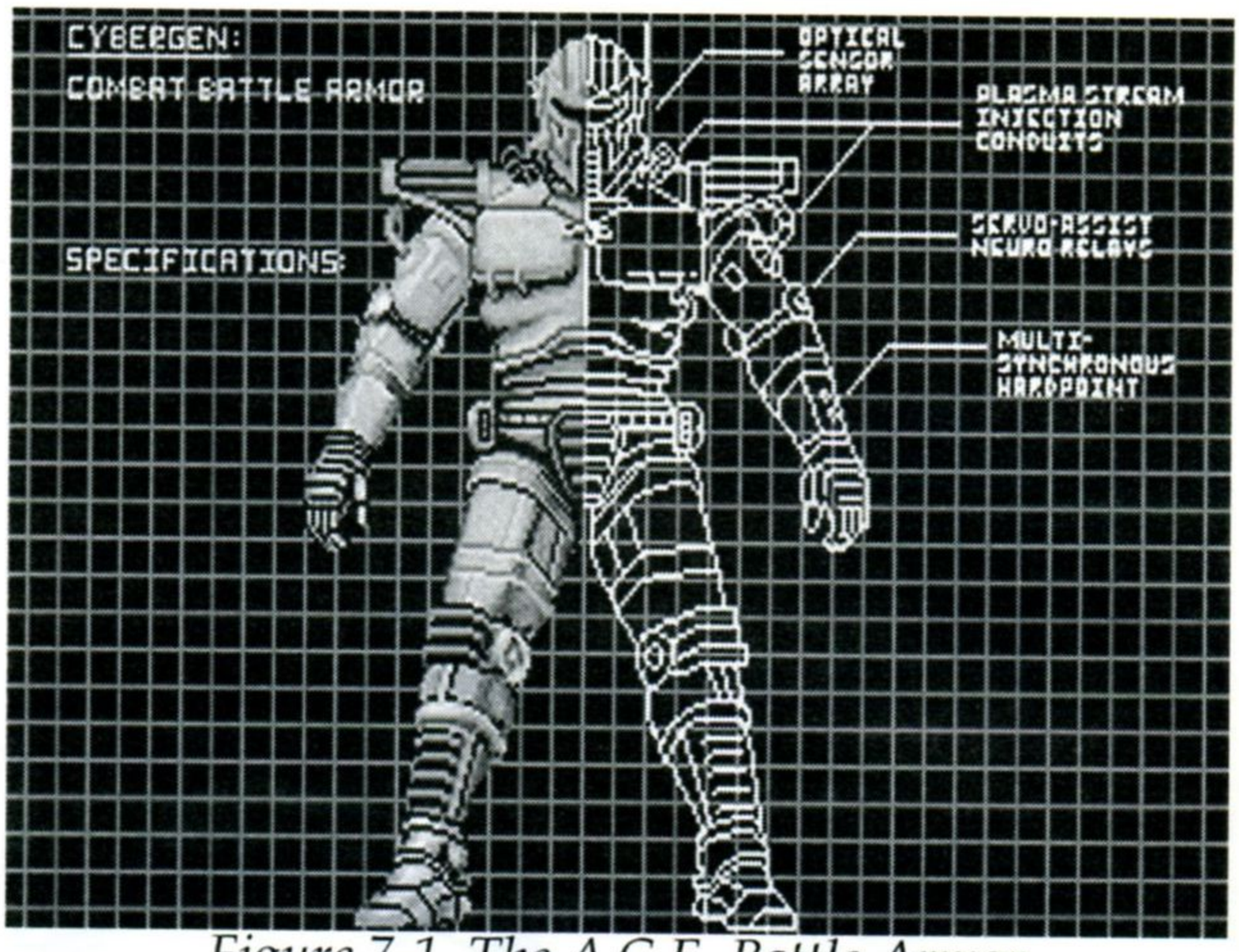


Figure 7-1, The A.C.E. Battle Armor

Specifications

Advanced Cybernetic Exoskeleton
A.C.E. 1000 Battle Armor

Design

Initial prototype
Cyberdyne Systems

Current prototype
Special Operations Group:
Experimental Weapons Systems Division

Exterior Dimensions

Height
2.33 Meters (Clearance to Antennas)

Maximum Width (Shoulder to Shoulder)
1.31 Meters (Standard Mylinear Armor)
1.57 Meters (Hyper-Alloy Mylinear Armor)

Dry Weight
292.57 Kilos

Maximum Controllable Load Weight (w/Servos)
1122.66 Kilos

Maximum Controllable Load Weight (Servos OTS)
486.66 Kilos

Armor Composition
Titanium/Detrium Alloy with Mylar Sheath

Armor Stabilization
Trilithium Jeweled Gyros

Joint Articulation
Neuro-Linked Hydraulically Assisted Servos

Cybernetic Interface
Direct Neural Interface
Cyberdyne System Chip Model T800-E

Power Supply
Controlled Emissive Core Reactor (CeCOR)

Support Systems
1×10^{-5} Micron Environmental Filtration
Unit with Active Submicron Ion Field
RadLim (≤25K Rad) ^{235}U & ^{32}H IsoFiltration
EMP Shielding
HEME Photon Burst Shield
Tischler Class 5 Chemshield
ReGen μBio Field System
Hi-E Plasma Ablation Cladding

R.T.F #	
25558	01
15957	02
12458	03
01864	04
40258	05
44344	06
62437	07
35488	08
30739	09
43234	10
35898	11
24951	12
01608	13
15115	14
03790	15
09055	16
19589	17
05272	18
62429	19
53961	20
06260	21
15483	22
54295	23
09954	24
64805	25
27796	26
48132	27
13173	28
54640	29
64660	30
30050	31
20173	32
11344	33
15063	34
09860	35
05522	36
60232	37
04936	38
42930	39
27817	40
44736	41
58431	42
61070	43
24855	44
08294	45
24932	46
61291	47
50653	48
46992	49
25740	50

SECTION 10:

AVAILABLE WEAPON SYSTEMS

PHASED PLASMA CANNON (PPC):

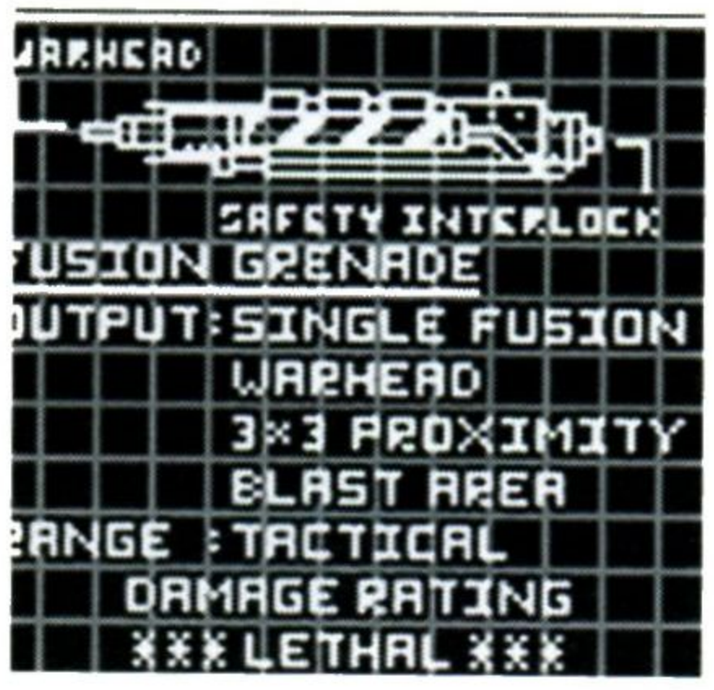
Power: 40 watts

Range: Line of sight

Other: Heat loss at 50,000° C.

The 40-watt Phased Plasma Cannon adapts the technology of front-line, single-troop plasma weapons to the A.C.E. battle armor weapon array. The cannon uses a controlled fusion reaction to create plasma, which is then directed towards its target in a bolt. Accuracy diminishes over distance due to the plasma losing molecular cohesiveness. Each discharge bleeds a certain amount of heat from the fusion core. When the core temperature drops below 1 million degrees centigrade, the fusion reaction necessary for plasma production cannot be maintained. For this reason, a heat loss indicator is situated on the left side of the battle helmet's situational indicators. Careful monitoring of this indicator will allow the user to gauge when to allow the fusion core time to build up its heat reserves. To fire any PPC, arm the associated weapon box with the desired fire trigger. Pressing the trigger will release a single bolt of plasma toward any enemy within the targeting reticule.

TOMAHAWK FUSION GRENADE LAUNCHER:



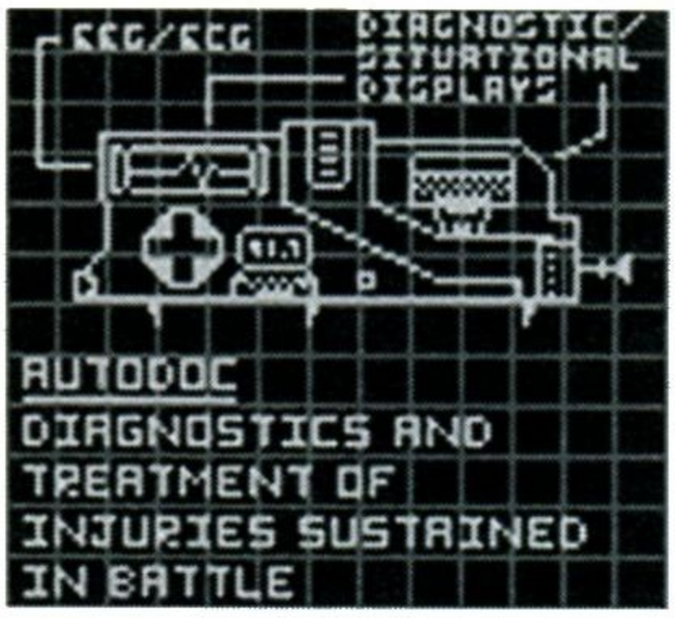
Power: Not Rated (fusion explosion)

Range: Targets within tactical sensor range

Other: Proximity blast radius

The Tomahawk Fusion Grenade Launcher fires cartridges which, upon impact, are released from their containment fields resulting in a controlled fusion reaction. The result is a concentrated explosion which covers a spherical blast area. Targets within this blast radius are subject to temperatures in excess of 1 million degrees centigrade. Only those targets with substantial mass and shielding are able to withstand a direct hit. Arming the grenades for firing is accomplished by selecting the appropriate weapon box with the desired fire trigger. Aiming the grenade is accomplished by using the tactical sensor grid in the center of the battle helmet's situational awareness displays. A small white targeting dot will speed rapidly outward while the fire button is depressed. When the white targeting dot intersects a target, release the fire button. With practice, you will be able to deliver ordnance with deadly accuracy.

A note of caution: as the fusion grenade cartridges are actually fired along a relatively flat trajectory, releasing one while directly in front of a facing wall can be very dangerous. The grenade may impact the wall and explode, possibly causing irreparable damage to the A.C.E. battle armor.



AUTODOC

Power: N/A

Range: N/A, Self Contained Unit

Other: Regeneration of damaged tissue

The Autodoc is an emergency diagnostic and biomedical unit that connects directly to the A.C.E. Armor A/I logic array. The Autodoc unit works by injecting neurostimulants, recombinant DNA µbiologics and other ancillary medications within a micro-controlled gaussian field. Using Autodoc hardware, Resistance scientists have been able to repair and regenerate injured tissue at extraordinary rates. With the Autodoc linked cybernetically to the A.C.E. Armor, you will be able to heal the majority of injuries suffered in battle in a relatively short period of time.

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